

CLAIMS

1. A game system including a game server and multiple game terminals for serving multiple contest games, characterized in
5 that

the game server includes

contest pairing determination means for determining contest pairings of the contest games, and

contest game start command means for transmitting contest
10 game start commands to game terminals corresponding to contest pairings determined by the contest pairing determination means, and the game terminals each include

parameter storing means for storing a parameter relating to a contest subject corresponding to the game terminal,

15 contest game processing execution means for in accordance with a contest game start command transmitted from the contest game start command means, executing contest game processing based on the parameter stored in the parameter storing means and

event details data transmitting means for, when a
20 predetermined game event occurs in contest game processing executed by the contest game processing execution means, transmitting event details data expressing details of the predetermined game event that has occurred to the game server,

and the game server further includes

25 event details receiving means for receiving event details data transmitted from the event details data transmitting means,

parameter change command destination determining means for

determining one or more destinations of a parameter change command corresponding to event details data received by the event details receiving means, and

parameter change commanding means for sending the parameter
5 change command to the destinations determined by the parameter change command destination determining means,

and the game terminals each further include

parameter updating means for, when receiving a parameter
change command from the parameter change commanding means,
10 updating the parameter stored in the parameter storing means in accordance with content of the parameter change command.

2. A game system according to claim 1, characterized in that

15 the game server further includes

output command destination determining means for determining one or more destinations of a command for the output of text, image or sound corresponding to event details data received by the event details receiving means, and

20 output commanding means for sending the output command to the destinations determined by the output command destination determining means,

and the game terminals each further include

output means for, when receiving an output command from the
25 output commanding means, outputting text, image or sound corresponding to the event details data.

3. A game system according to claim 1 or claim 2,

characterized in that

the game server further includes

contest pairings storing means for storing the contest pairings determined by the contest pairing determination means,

5 and the parameter change command destination determining means determines the destinations of the parameter change command on the basis of the contest pairings stored in the contest pairings storing means.

10 4. A game system according to any one of claim 1 through claim 3, characterized in that

the game server further includes

results storing means for storing results relating to each of contest subjects,

15 and the parameter change command destination determining means determines the destinations of the parameter change command on the basis of the results relating to the contest subjects stored in the results storing means.

20 5. A game system according to any one of claim 1 through claim 4, characterized in that

the parameter change commanding means includes parameter change command storing means for storing the parameter change command and reading out the parameter change command from the
25 parameter change command storing means and sending the parameter change command to the destinations determined by the parameter change command destination determining means.

6. A game system according to any one of claim 1 through claim 4, characterized in that

the parameter updating means includes parameter change
5 command storing means for, when receiving the parameter change
command from the parameter change commanding means, storing the
parameter change command, and reading out the parameter change
command from the parameter change command storing means and
updating the parameter stored in the parameter storing means in
10 accordance with content of the parameter change command.

7. A control method of a game system including a game server
and multiple game terminals for serving multiple contest games,
characterized in that it includes

15 a contest pairing determining step of, in the game server,
determining contest pairings of the contest games,

a contest game start command step of, in the game server,
transmitting contest game start commands to game terminals
corresponding to contest pairings determined by the contest
20 pairing determining step,

a contest game processing executing step of, in the game
terminals, in accordance with a contest game start command
transmitted in the contest game start command part step, executing
contest game processing based on a parameter relating to a contest
25 subject corresponding to the game terminal stored in parameter
storing means,

an event details data transmitting step of, in the game

terminal, when a predetermined game event occurs in contest game processing carried out in the contest game processing executing step, transmitting event details data expressing details of the predetermined game event that has occurred, to the game server,

5 an event details receiving step of, in the game server, receiving event details data transmitted in the event details data transmitting step,

 a parameter change command destination determining step of, in the game server, determining one or more destinations of a parameter change command corresponding to event details data received in the event details receiving step,

10 a parameter change commanding step of, in the game server, sending the parameter change command to the destinations determined in the parameter change command destination determining step, and

15 a parameter updating step of, in the game terminal, when receiving the parameter change command, updating parameters stored in the parameter storing means in accordance with content of the parameter change command.

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8. A game server used together with multiple game terminals in a game system for serving multiple contest games, characterized in that it includes

 contest pairing determining means for determining contest pairings in the contest games,

 contest game start command part means for transmitting contest game start commands to game terminals corresponding to

contest pairings determined by the contest pairing determining means,

parameter change command destination determining means for, when a predetermined game event has occurred in a contest game executed in a game terminal, receiving event details data which express details of the predetermined game event and determining one or more destinations of a parameter change command corresponding to the event details data, and

parameter change commanding means for sending the parameter change command to the destinations determined by the parameter change command destination determining means.

9. A game terminal used together with a game server and other game terminals in a game system for providing multiple contest games, characterized in that it includes

parameter storing means for storing a parameter relating to a contest subject corresponding to the game terminal,

contest game processing executing means for, in accordance with a contest game start command transmitted from contest game start command part means, executing contest game processing based on the parameter stored in the parameter storing means,

event details data transmitting means for, when a predetermined game event occurs in contest game processing executed by the contest game processing executing means, transmitting event details data expressing details of the predetermined game event occurred, to the game server, and

parameter updating means for, when receiving a parameter

change command corresponding to event details data pertaining to another game terminal, updating the parameter stored in the parameter storing means in accordance with content of the parameter change command.

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10. A program for causing a computer to function as a game server used together with multiple game terminals in a game system for serving multiple contest games, characterized in that it causes the computer to function as

10 contest pairing determining means for determining contest pairings in the contest games,

 contest game start command part means for transmitting contest game start commands to game terminals corresponding to contest pairings determined by the contest pairing determining
15 means,

 parameter change command destination determining means for, when a predetermined game event has occurred in a contest game executed in a game terminal in accordance with a contest game start command, receiving event details data which express details of
20 the predetermined game event and determining one or more destinations of a parameter change command corresponding to the event details data, and

 parameter change commanding means for sending the parameter change command to the destinations determined by the parameter
25 change command destination determining means.

11. A program for causing a computer to function as a game

terminal used together with a game server and other game terminals in a game system for providing multiple contest games, characterized in that it causes the computer to function as

parameter storing means for storing a parameter relating
5 to a contest subject corresponding to the game terminal,

contest game processing executing means for, in accordance with a contest game start command transmitted from contest game start command means, executing contest game processing based on the parameter stored in the parameter storing means,

10 event details data transmitting means for, when a predetermined game event occurs in contest game processing executed by the contest game processing executing means, transmitting event details data expressing details of the predetermined game event that has occurred, to the game server,
15 and

parameter updating means for, when receiving a parameter change command corresponding to event details data pertaining to another game terminal, updating the parameter stored in the parameter storing means in accordance with content of the parameter
20 change command.

12. A game system including a game server and multiple game terminals for serving multiple contest games, characterized in that

25 the game server includes

contest pairing determination means for determining contest pairings of the contest games, and

contest game start command means for transmitting contest game start commands to game terminals corresponding to contest pairings determined by the contest pairing determination means,

and the game terminals each include

5 parameter storing means for storing a parameter relating to a contest subject corresponding to the game terminal,

contest game processing execution means for, in accordance with a contest game start command transmitted from the contest game start command means, executing contest game processing based
10 on the parameter stored in the parameter storing means, and

event details data transmitting means for, when a predetermined game event occurs in contest game processing executed by the contest game processing execution means, transmitting event details data expressing details of the
15 predetermined game event to the game server,

and the game server further includes

event details receiving means for receiving event details data transmitted from the event details data transmitting means,

output command destination determining means for determining
20 one or more destinations of an output command for outputting text, image or sound corresponding to event details data received by the event details receiving means, and

output commanding means for sending the output command to the destinations determined by the output command destination
25 determining means,

and the game terminals each further include

output means for, when receiving an output command from the

output commanding means, outputting text, image or sound corresponding to the event details data.

13. An information storage medium storing a program
5 according to claim 10 or claim 11.